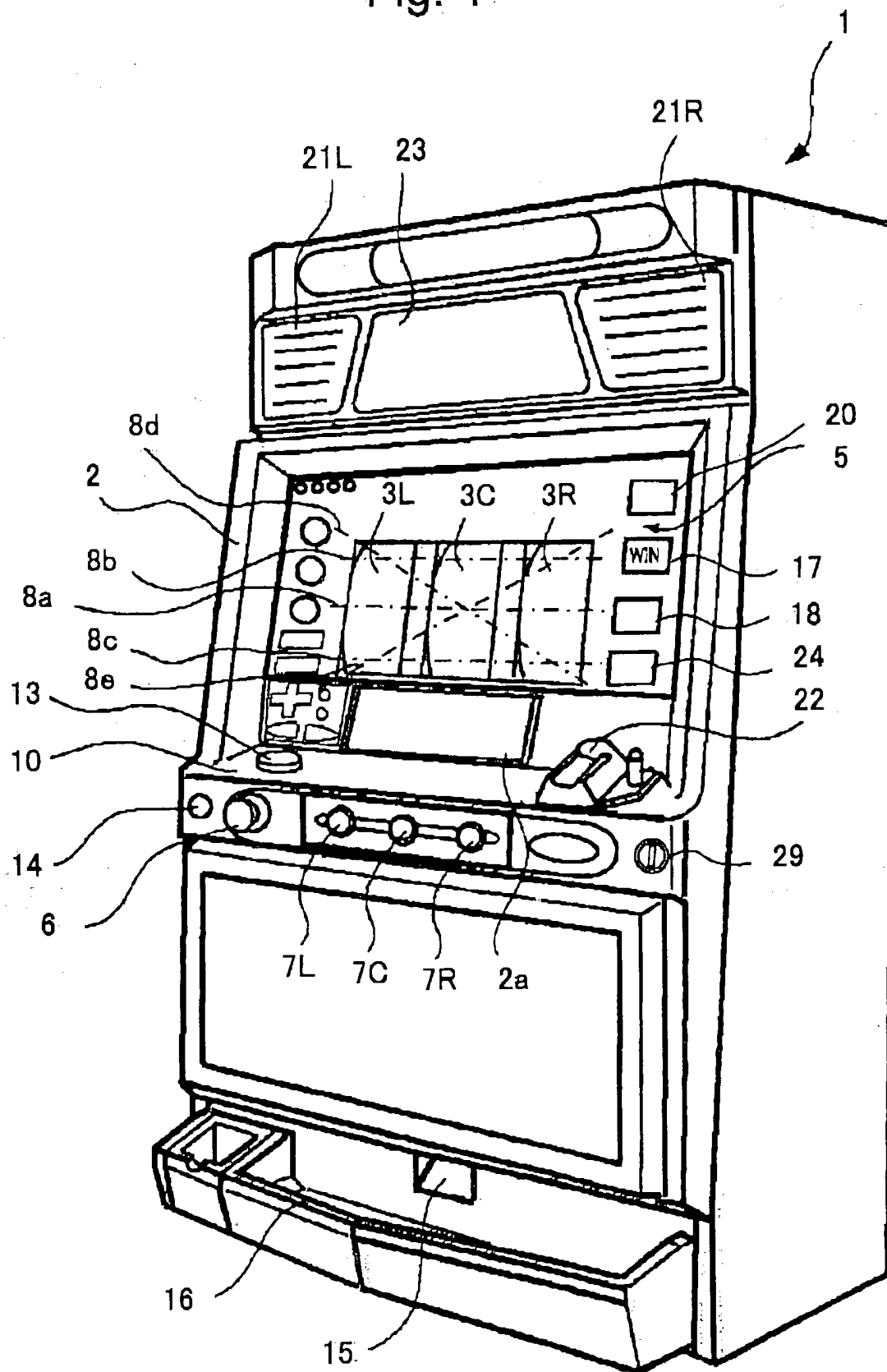
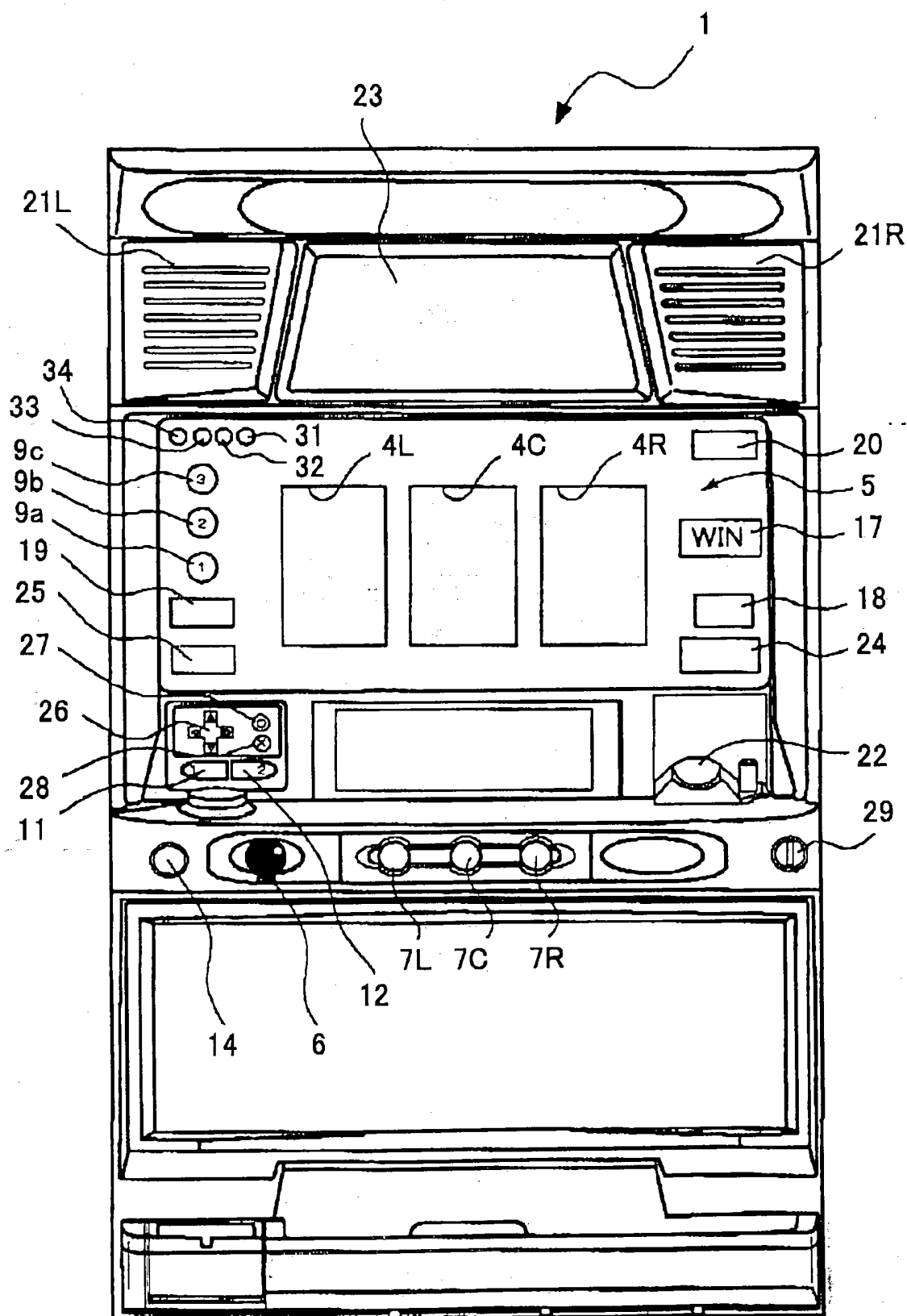
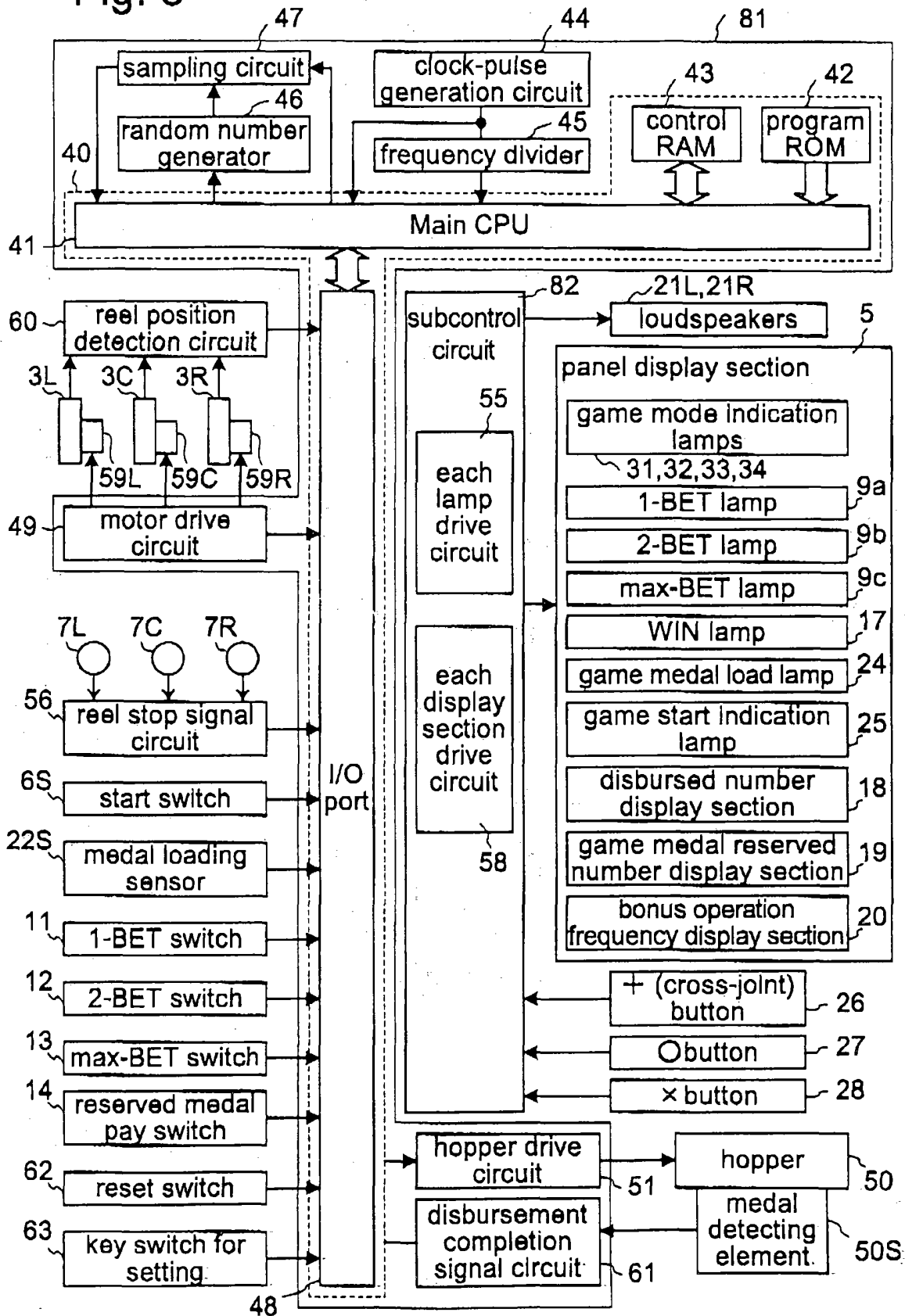


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Fig. 1

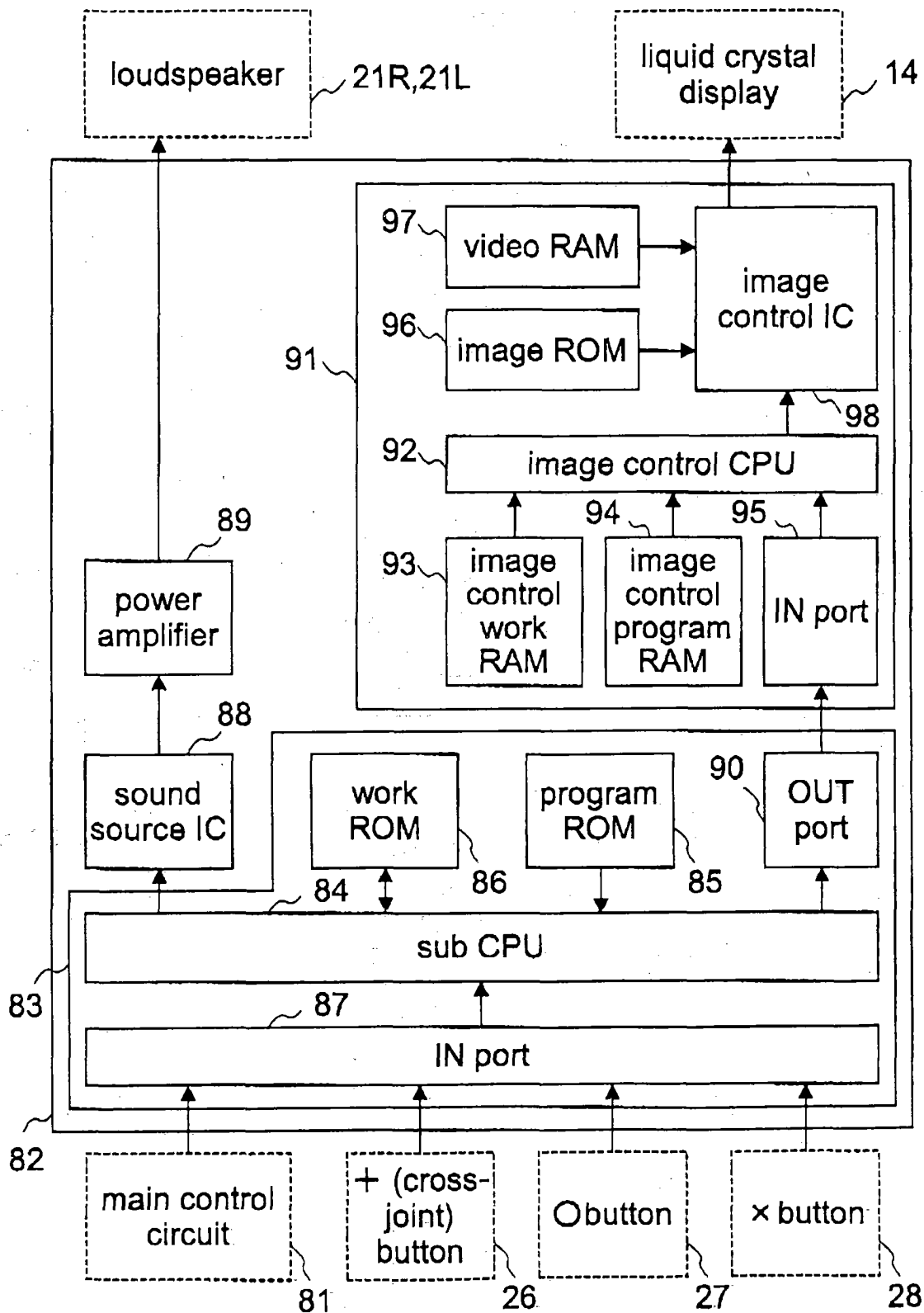
2 / 40
Fig. 2

3 / 40

Fig. 3



4 / 40
Fig. 4



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Fig. 5

	left reel	central reel	right reel
00	red 7	red 7	red 7
01	cherry	plum	bell
02	blue 7	Replay	Replay
03	bell	bell	BAR
04	Replay	cherry	plum
05	red 7	Replay	bell
06	cherry	cherry	Replay
07	blue 7	bell	cherry
08	bell	BAR	blue 7
09	Replay	cherry	cherry
10	plum	Replay	bell
11	bell	bell	Replay
12	Replay	blue 7	cherry
13	BAR	Replay	plum
14	red 7	cherry	bell
15	bell	bell	Replay
16	plum	BAR	cherry
17	Replay	plum	blue 7
18	plum	Replay	bell
19	bell	bell	Replay
20	Replay	cherry	cherry

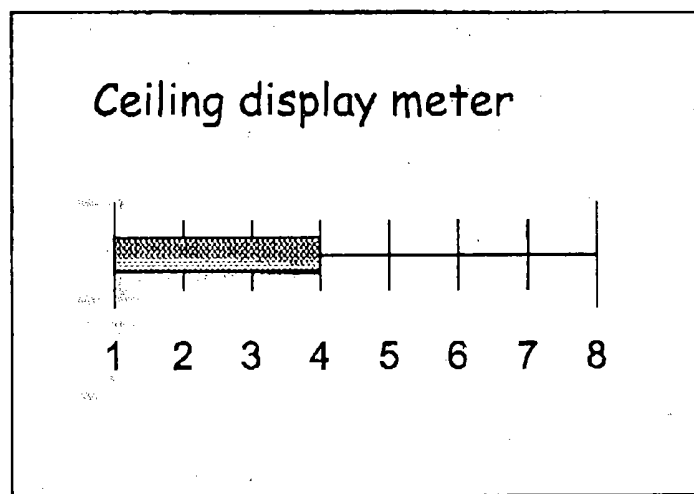
Fig. 6

Winning-combinations and disbursed number corresponding to a prize-winning pattern combination in each play mode

pattern combination	general play mode	general play mode on BB	RB play mode
red 7 - red 7 - red 7	BB 15 medals	—	—
blue 7 - blue 7 - blue 7	BB 15 medals	—	—
BAR - BAR - BAR	RB 15 medals	—	—
bell - bell - bell	bell's insignificant winning-combination 15 medals	bell's insignificant winning-combination 15 medals	—
plum - plum - plum	plum's insignificant winning-combination 6 medals	plum's insignificant winning-combination 6 medals	—
Replay - Replay - Replay	re-play 0 medal	RB (JAC IN) 15 medals	bonus 15 medals
cherry - any - any	cherry's insignificant winning-combination 2 or 4 medals	cherry's insignificant winning-combination 2 or 4 medals	—

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Fig. 7



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Fig. 8 A

image which notifies that left stop button should be operated

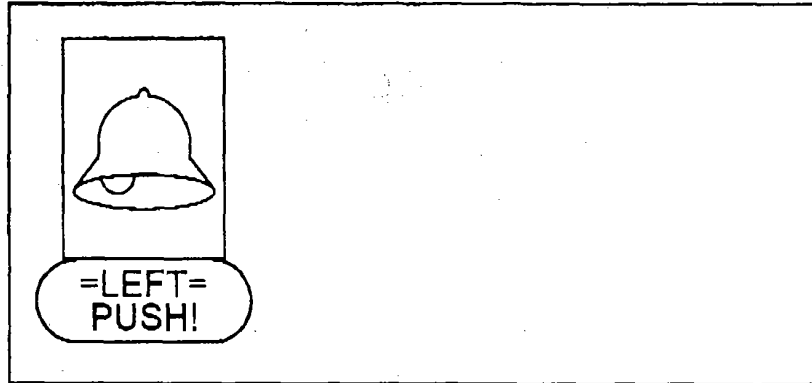


Fig. 8 B

image which notifies that right stop button should be operated

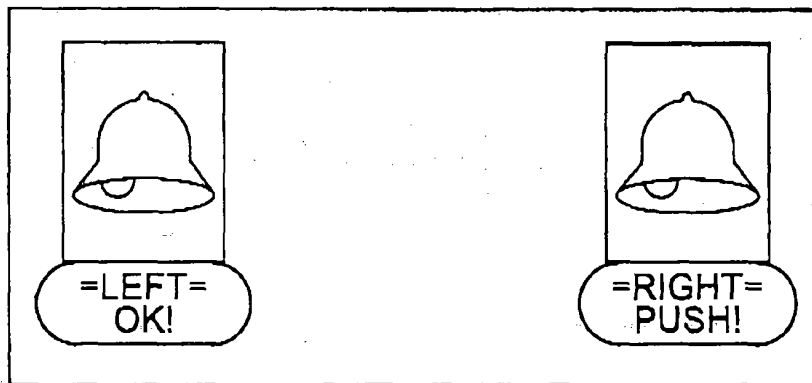
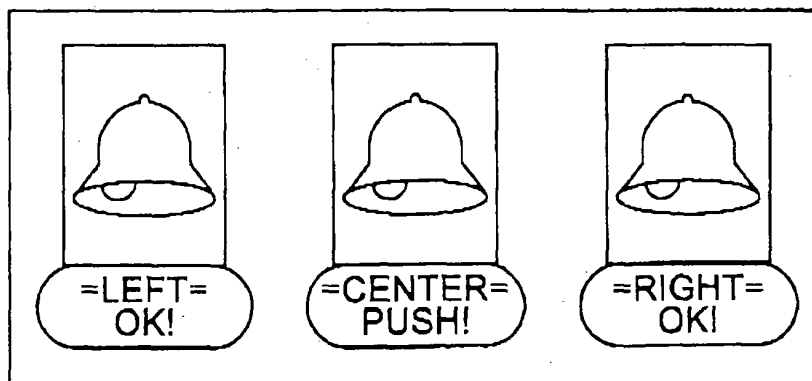


Fig. 8 C

image which notifies that central stop button should be operated



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Fig. 9 A

Probability lottery table used for general game mode
(Random number extraction range: 0~16383)

prize-winning-combination	prize-winning random number value range BET number=3 medals	probability of internal prize-winning
BB	0 ~ 54	55 / 16384
RB	55 ~ 82	28 / 16384
replay	83 ~ 2327	2245 / 16384
bell's insignificant winning-combination	2328 ~ 10919	8592 / 16384
plum's insignificant winning-combination	10920 ~ 10973	54 / 16384
cherry's insignificant winning-combination	10974 ~ 11036	63 / 16384

Fig. 9 B

probability lottery table used for general game mode "on BB"
(Random number extraction range: 0~16383)

prize-winning-combination	prize-winning random number value range BET number=3 medals	probability of internal prize-winning
BB	— ~ —	0 / 16384
RB	— ~ —	0 / 16384
replay (RB "on BB")	0 ~ 4199	4200 / 16384
bell's insignificant winning-combination	4200 ~ 14499	10300 / 16384
plum's insignificant winning-combination	14500 ~ 16319	1820 / 16384
cherry's insignificant winning-combination	— ~ —	0 / 16384

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Fig. 10

Stop control table number selection table

(Random number extraction range: 0~255)

Table No.	prize-winning random number value range BET number=3 medals	selection probability
No. 1	0 ~ 42	43 / 256
No. 2	43 ~ 85	43 / 256
No. 3	86 ~ 128	43 / 256
No. 4	129 ~ 171	43 / 256
No. 5	172 ~ 213	42 / 256
No. 6	214 ~ 255	42 / 256

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Fig. 12

Stop control table for winning (internal-win-combination:
bell's insignificant winning-combination)

left reel		central reel		right reel	
stop operation position	stop control position	stop operation position	stop control position	stop operation position	stop control position
00	19	00	19	00	18
01	19	01	19	01	01
02	19	02	19	02	01
03	03	03	03	03	01
04	03	04	03	04	01
05	03	05	03	05	05
06	03	06	03	06	05
07	03	07	07	07	05
08	08	08	07	08	05
09	08	09	07	09	05
10	08	10	07	10	10
11	11	11	11	11	10
12	11	12	11	12	10
13	11	13	11	13	10
14	11	14	11	14	14
15	15	15	15	15	14
16	15	16	15	16	14
17	15	17	15	17	14
18	15	18	15	18	18
19	19	19	19	19	18
20	19	20	19	20	18

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Fig. 13

Stop control table for losing of forward push and center push
(internal prize-win: bell's insignificant winning-combination)

left reel		central reel		right reel	
stop operation position	stop control position	stop operation position	stop control position	stop operation position	stop control position
00	19	00	19	00	19
01	19	01	19	01	19
02	19	02	19	02	02
03	03	03	03	03	02
04	03	04	03	04	02
05	03	05	03	05	02
06	03	06	03	06	06
07	03	07	07	07	06
08	08	08	07	08	06
09	08	09	07	09	06
10	08	10	07	10	06
11	11	11	11	11	11
12	11	12	11	12	11
13	11	13	11	13	11
14	11	14	11	14	11
15	15	15	15	15	15
16	15	16	15	16	15
17	15	17	15	17	15
18	15	18	15	18	15
19	19	19	19	19	19
20	19	20	19	20	19

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Fig. 14

Stop control table for losing of reverse push (internal prize-win: bell's insignificant winning-combination)

left reel		central reel		right reel	
stop operation position	stop control position	stop operation position	stop control position	stop operation position	stop control position
00	20	00	19	00	18
01	20	01	19	01	01
02	20	02	19	02	01
03	20	03	03	03	01
04	04	04	03	04	01
05	04	05	03	05	05
06	04	06	03	06	05
07	04	07	07	07	05
08	04	08	07	08	05
09	09	09	07	09	05
10	09	10	07	10	10
11	09	11	11	11	10
12	12	12	11	12	10
13	12	13	11	13	10
14	12	14	11	14	14
15	12	15	15	15	14
16	12	16	15	16	14
17	17	17	15	17	14
18	17	18	15	18	18
19	17	19	19	19	18
20	20	20	19	20	18

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Fig. 15 A**Ceiling AT Frequency Selection Table**

Number of AT	Lottery Value
1	2356
2	1512
5	196
10	28
30	4

Fig. 15 B**AT Activating Lottery Table**

	Lottery Value
Activating	32
Latent	224

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Fig. 16 A

ceiling table activating value selection table

number of medals	lottery value
1200	64
1500	128
1800	64

Fig. 16 B

ceiling meter shift selection table

		1200 medals	1500 medals	1800 medals
ceiling meter level	level 1	150	188	225
	level 2	300	375	450
	level 3	450	563	675
	level 4	600	750	900
	level 5	750	938	1125
	level 6	900	1125	1350
	level 7	1050	1313	1575
	level 8	1200	1500	1800

Fig. 17 A

start command

1	internal-win-combination
2	BB
	RB
	replay
	bell
	plum
	cherry
	lose
	—
3	play mode
4	on general mode
	on prize-winning in BB
	on prize-winning in RB
	on BB
	on RB
	—
	—
5	stop control table
6	table No. 1
	table No. 2
	table No. 3
	table No. 4
	table No. 5
	table No. 6
	—
	—

Fig. 17 B

BB terminating command

1	operation when BB is terminated
2	game re-start
	pay operation
	game-over operation
	—
	—
	—
	—
	—

Fig. 18 A

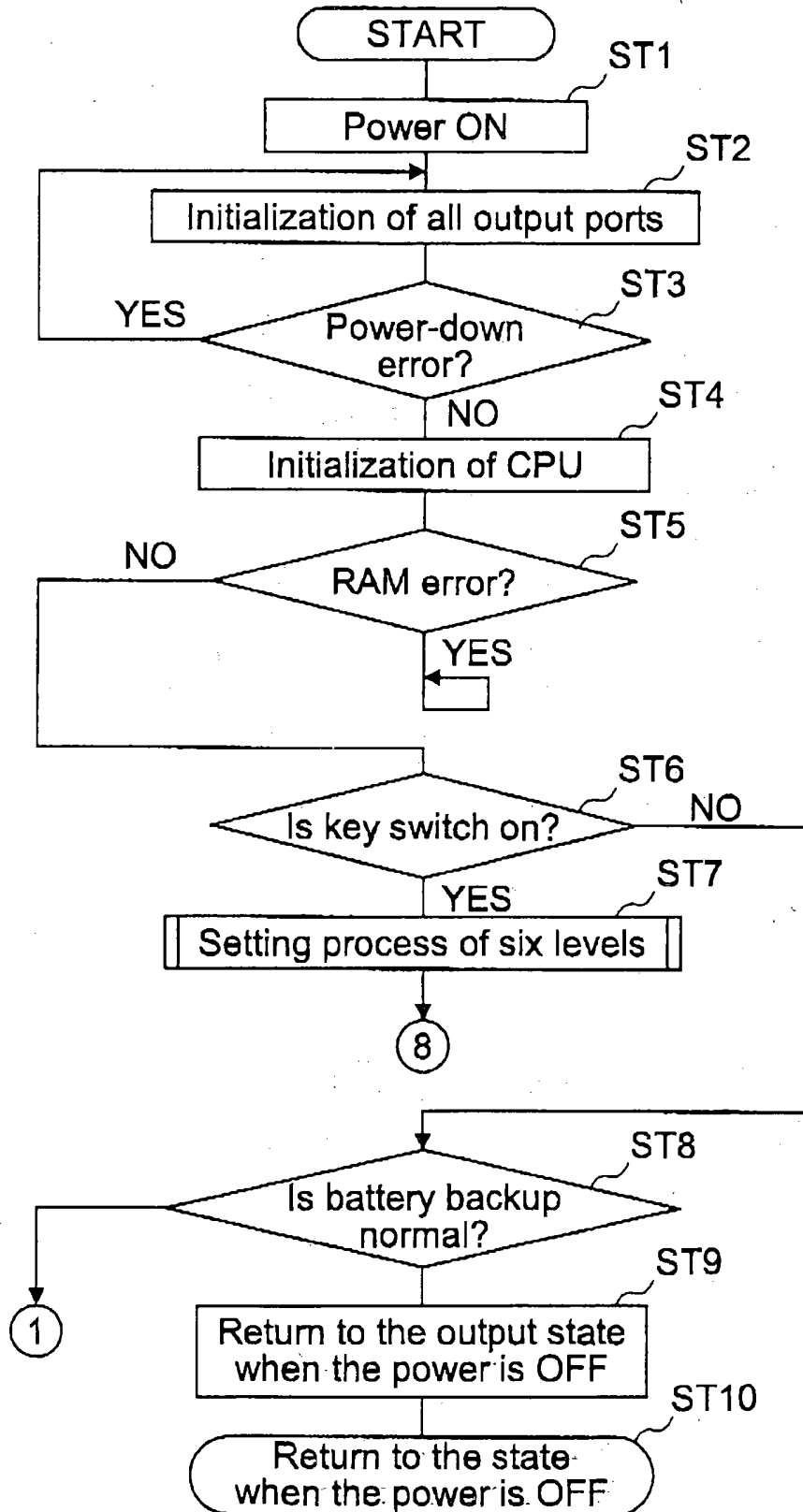
Prize-winning command

1	prize-winning-combination
2	BB
	RB
	replay
	bell
	plum
	cherry
	lose
	—
3	play mode
4	on general mode
	on prize-winning in BB
	on prize-winning in RB
	on BB
	on RB
	—
	—
	—
5	prize-winning line
6	middle line
	upper line
	lower line
	upward sloping line
	downward sloping line
	—
	—
	—

Fig. 18 B

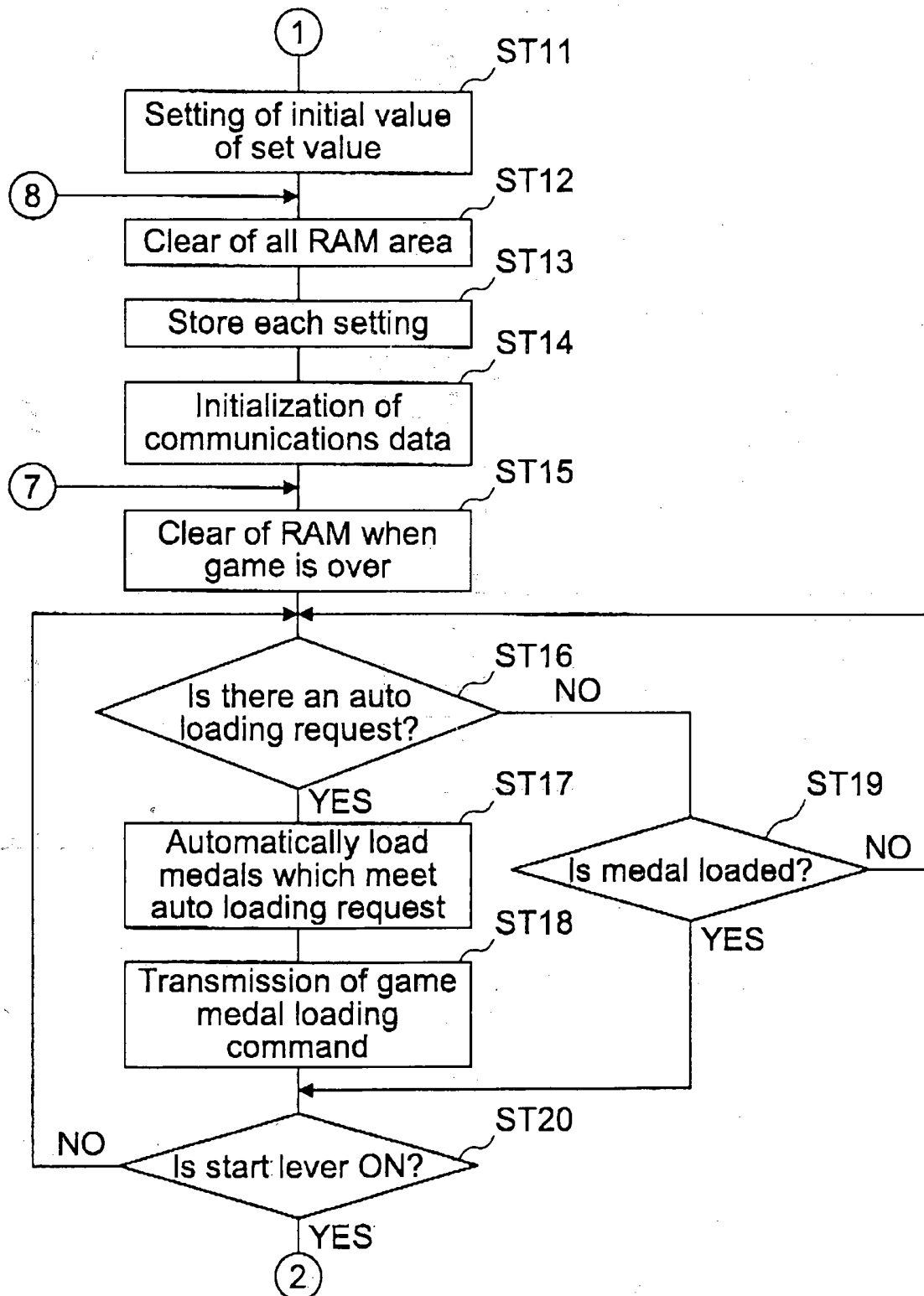
game medal loading command

1	number of loaded coin (loaded number)
2	1 medal
	2 medals
	3 medals
	—
	—
	—
	—
	—

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Fig. 19

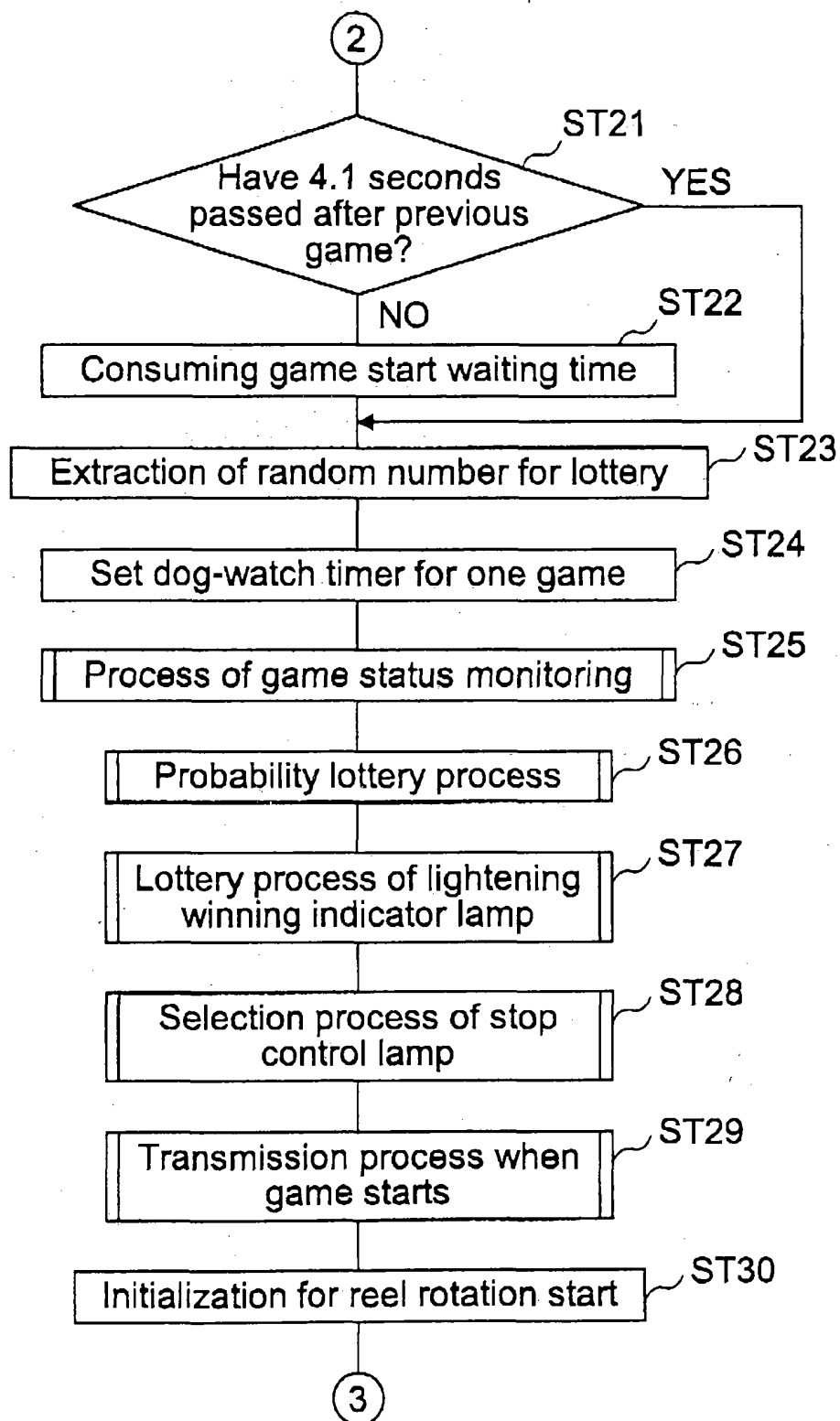
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Fig. 20



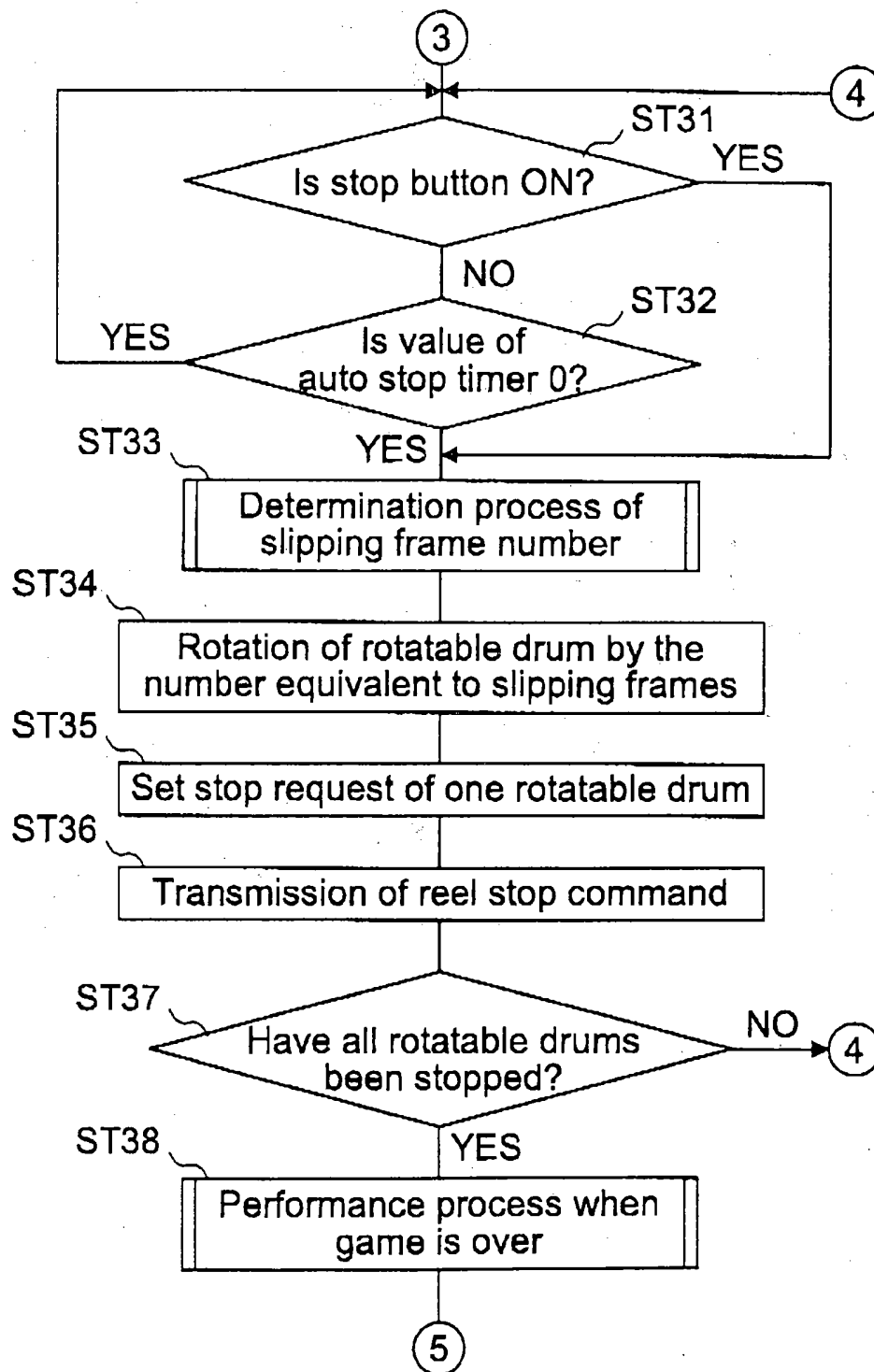
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Fig. 21



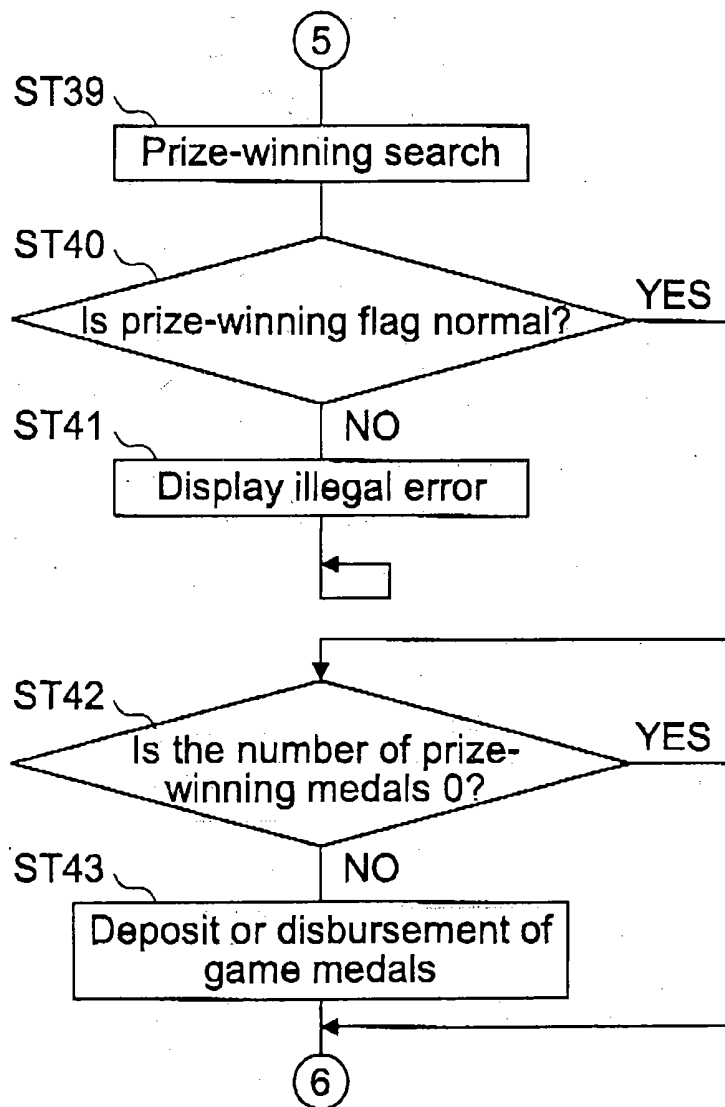
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Fig. 22



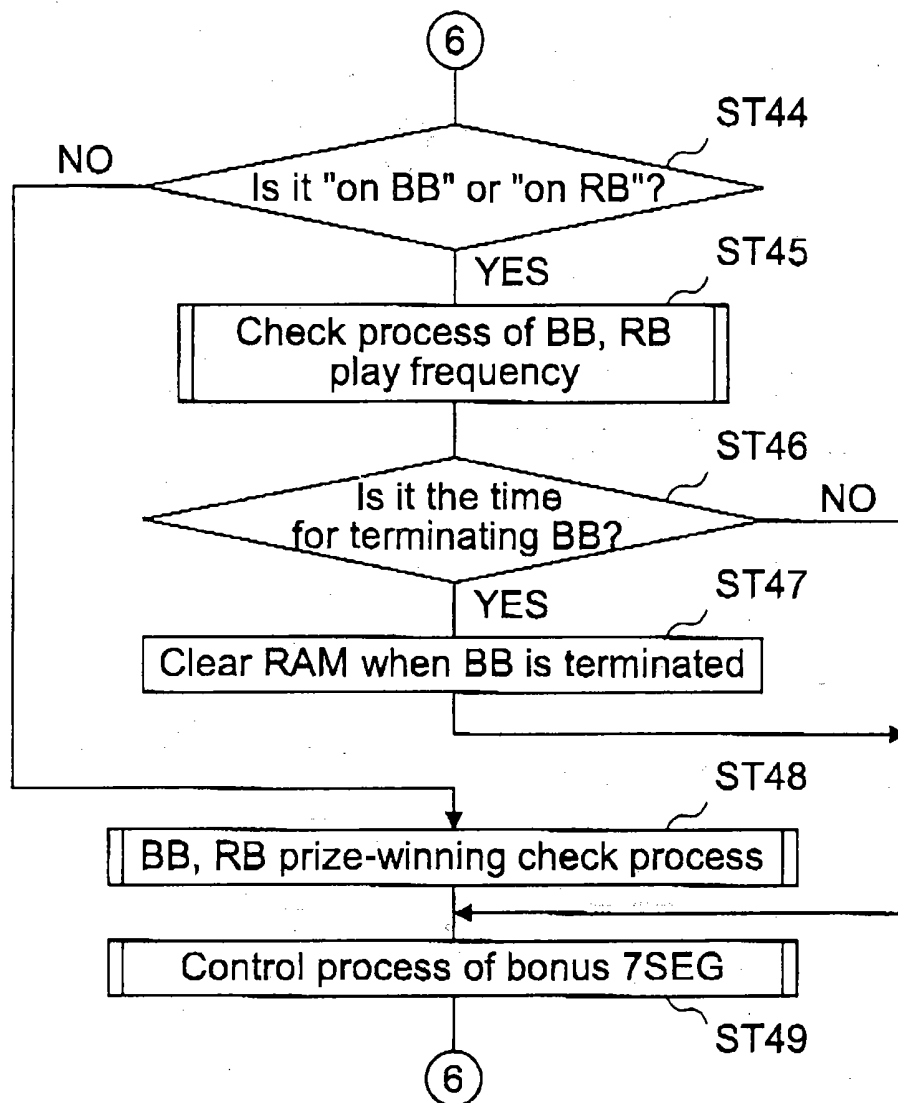
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Fig. 23



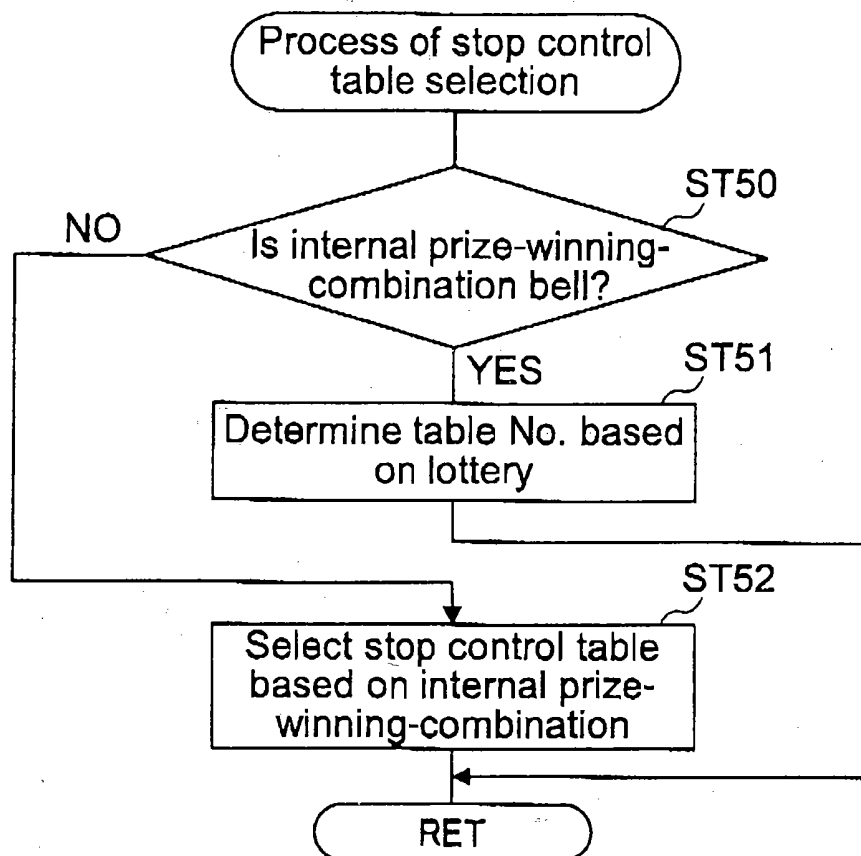
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Fig. 24



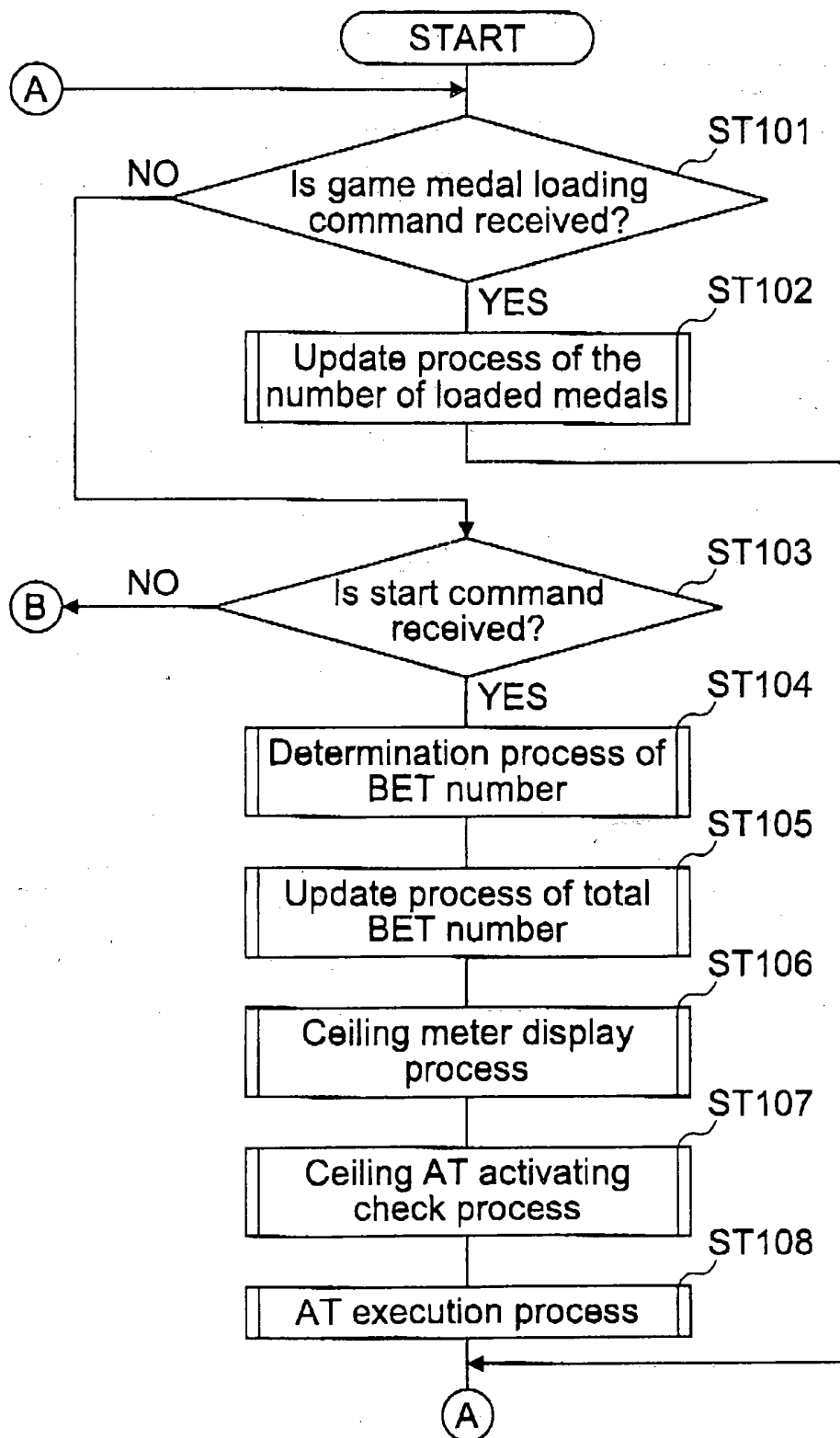
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Fig. 25



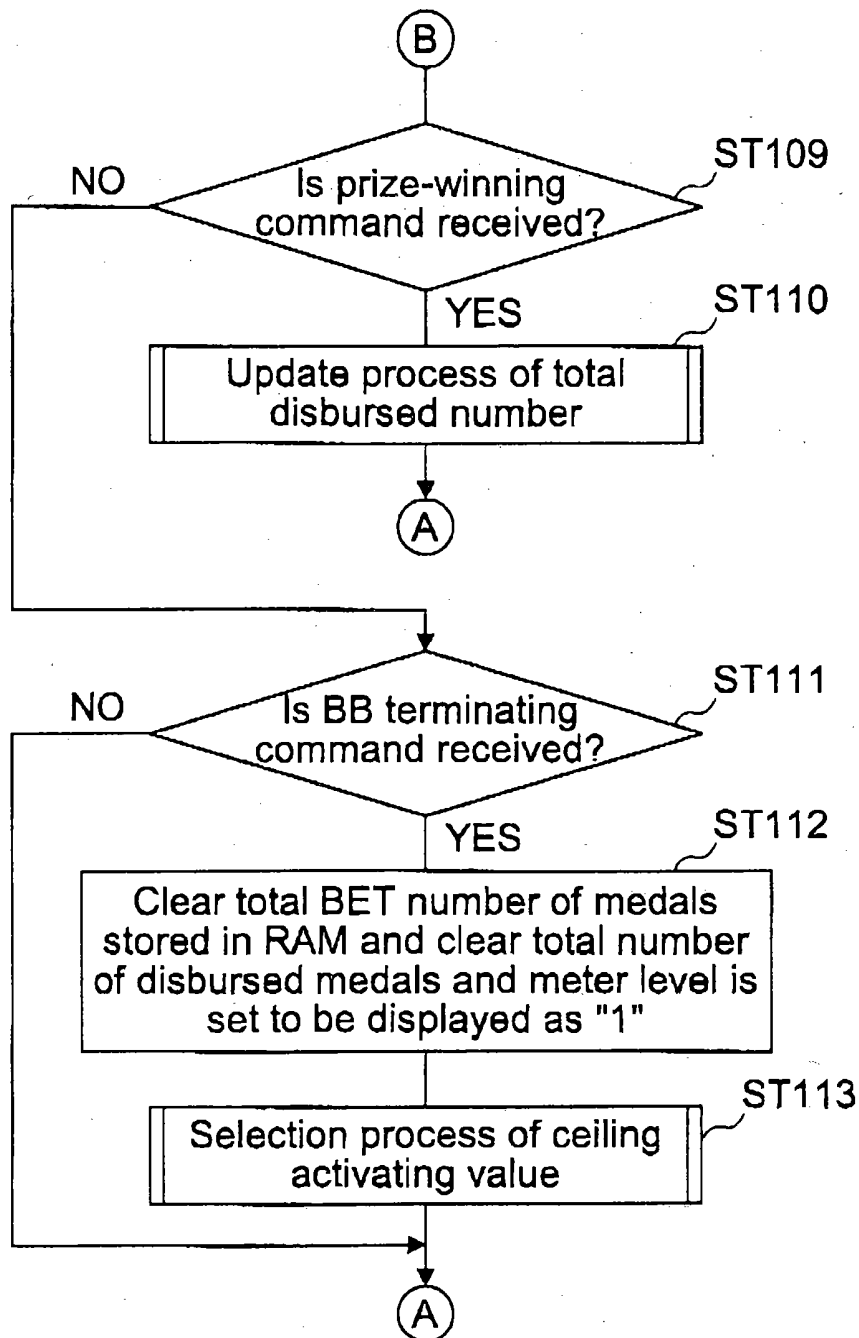
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Fig. 26



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Fig. 27



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Fig. 28 A

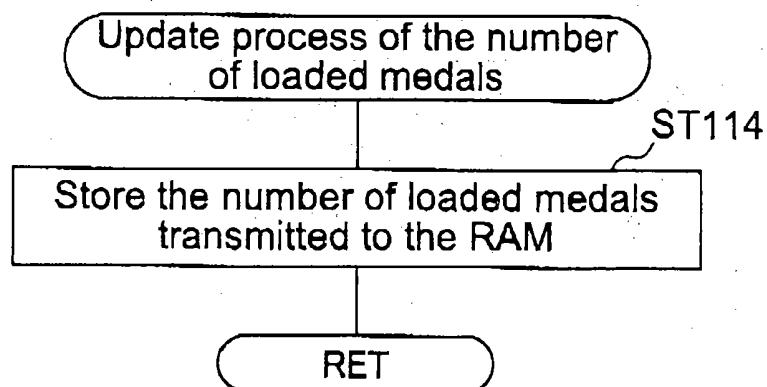
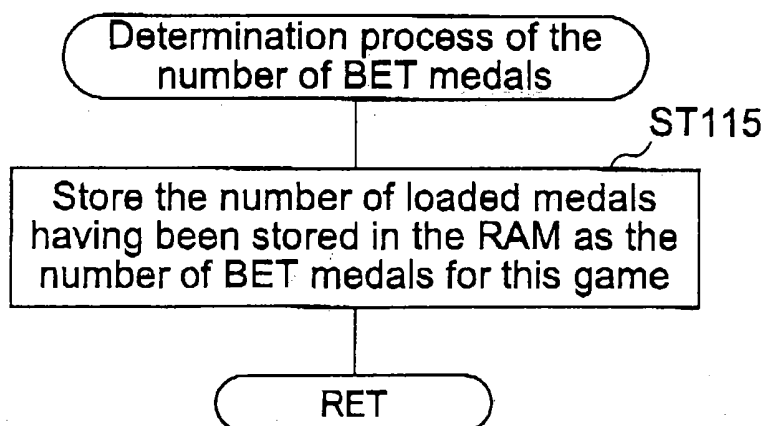


Fig. 28 B



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Fig. 28 C

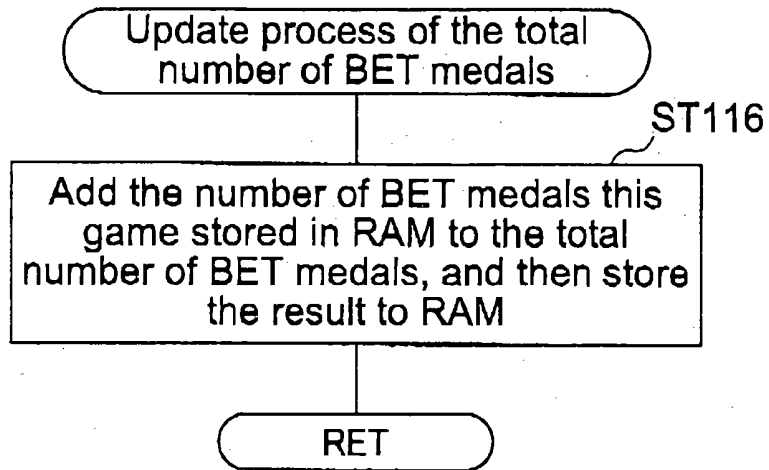
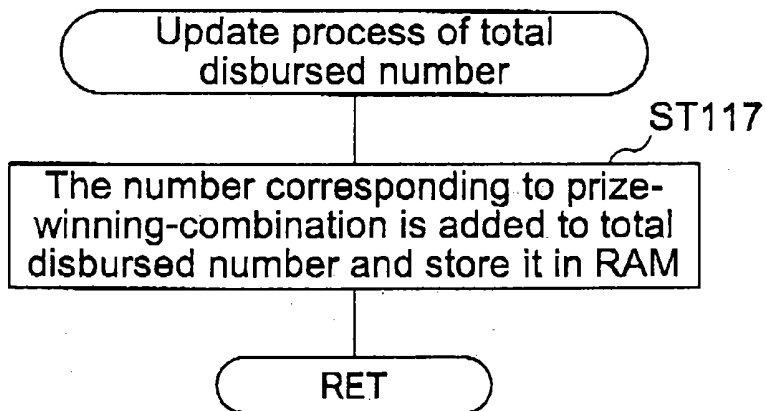
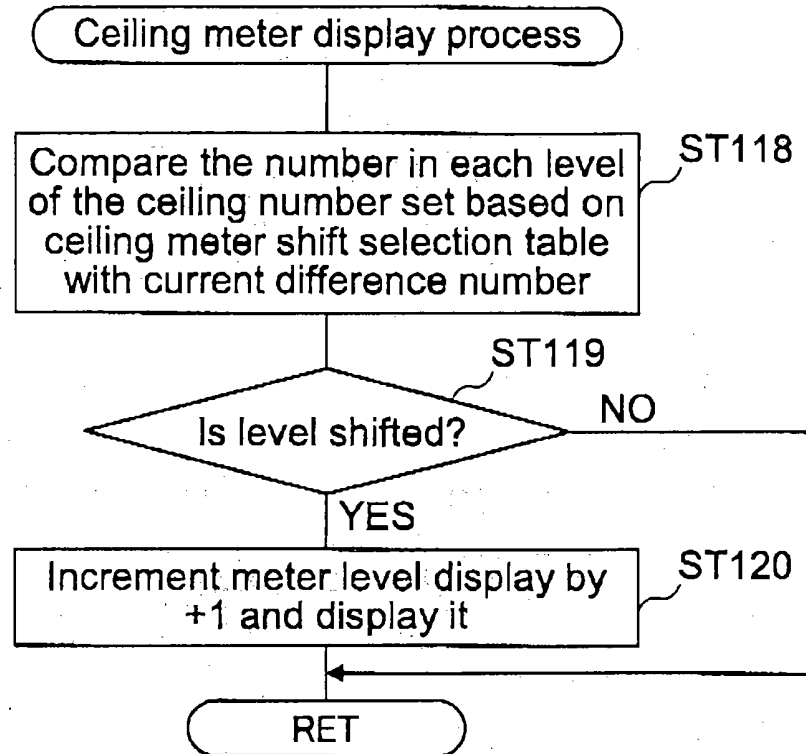


Fig. 28 D



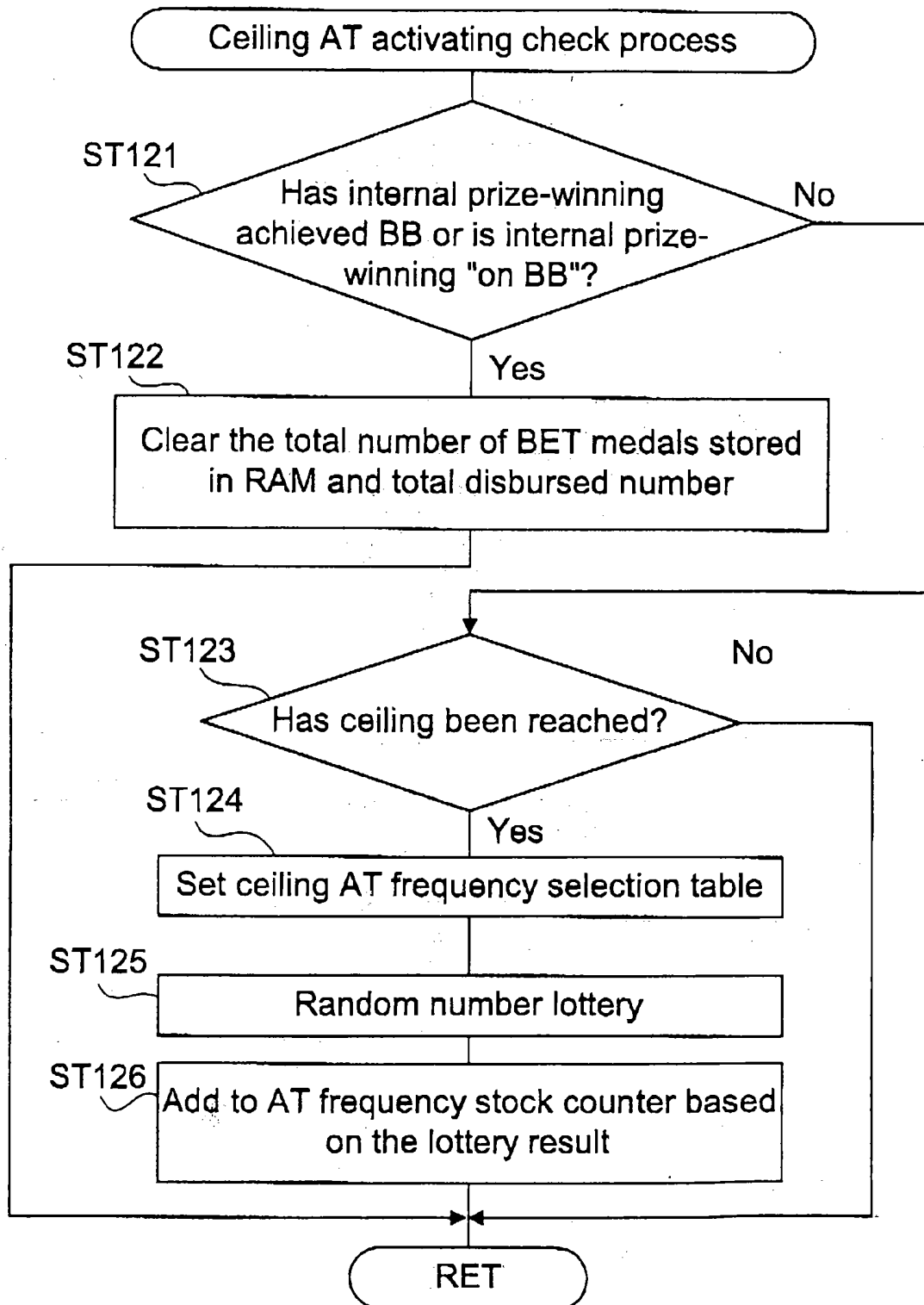
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Fig. 29



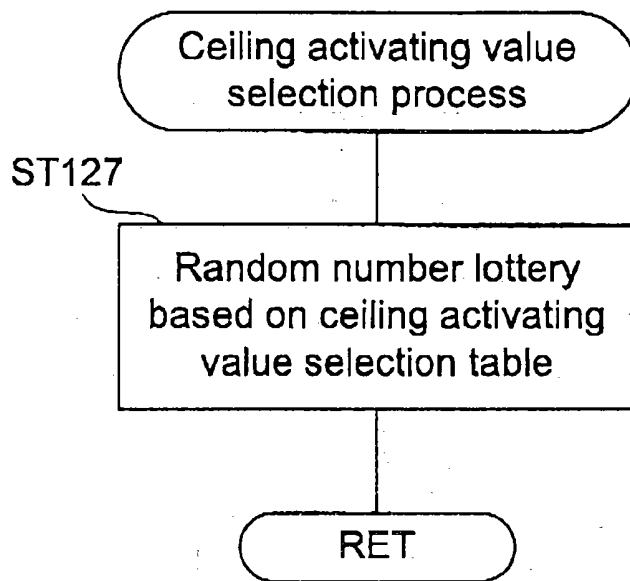
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Fig. 30



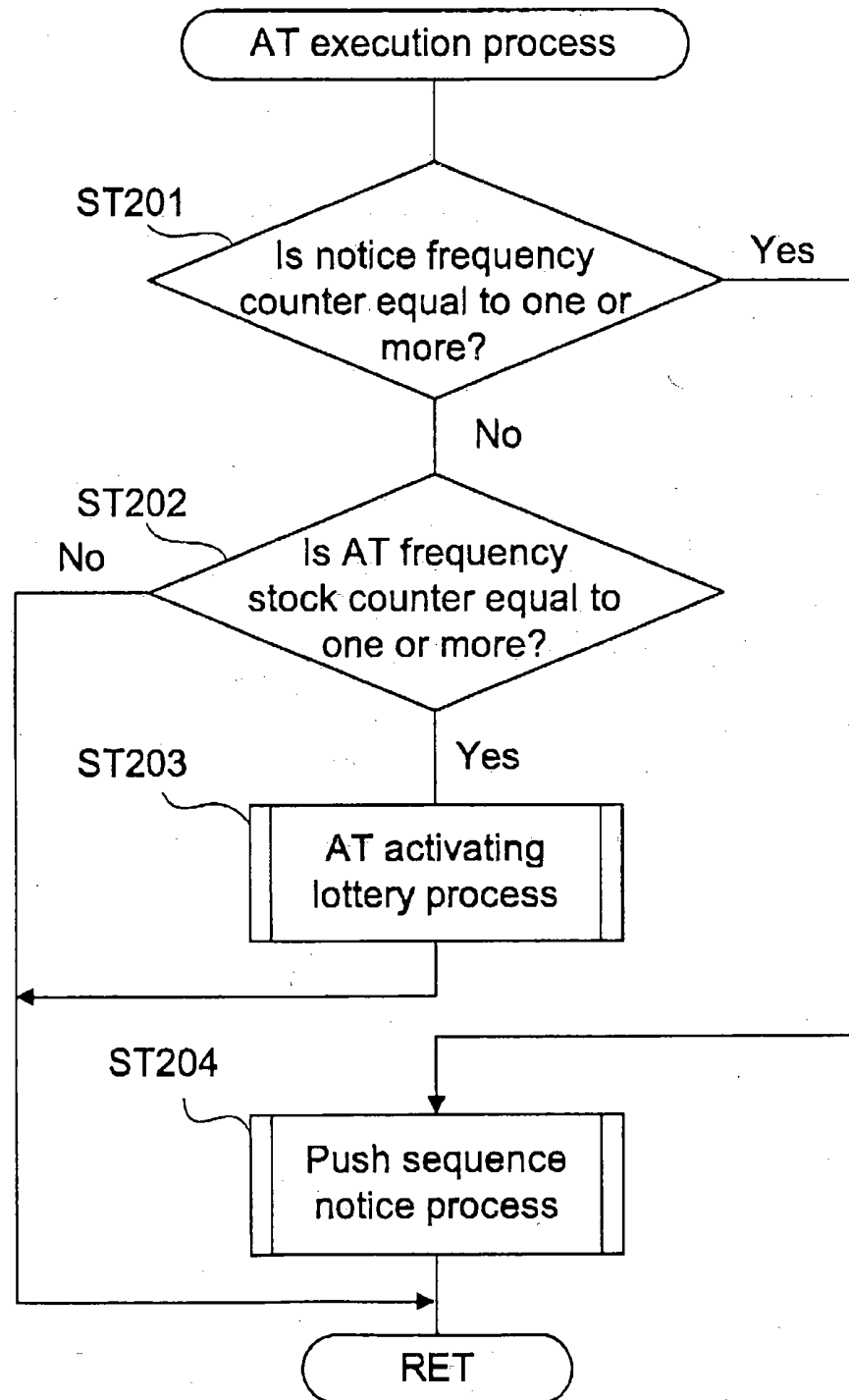
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Fig. 31



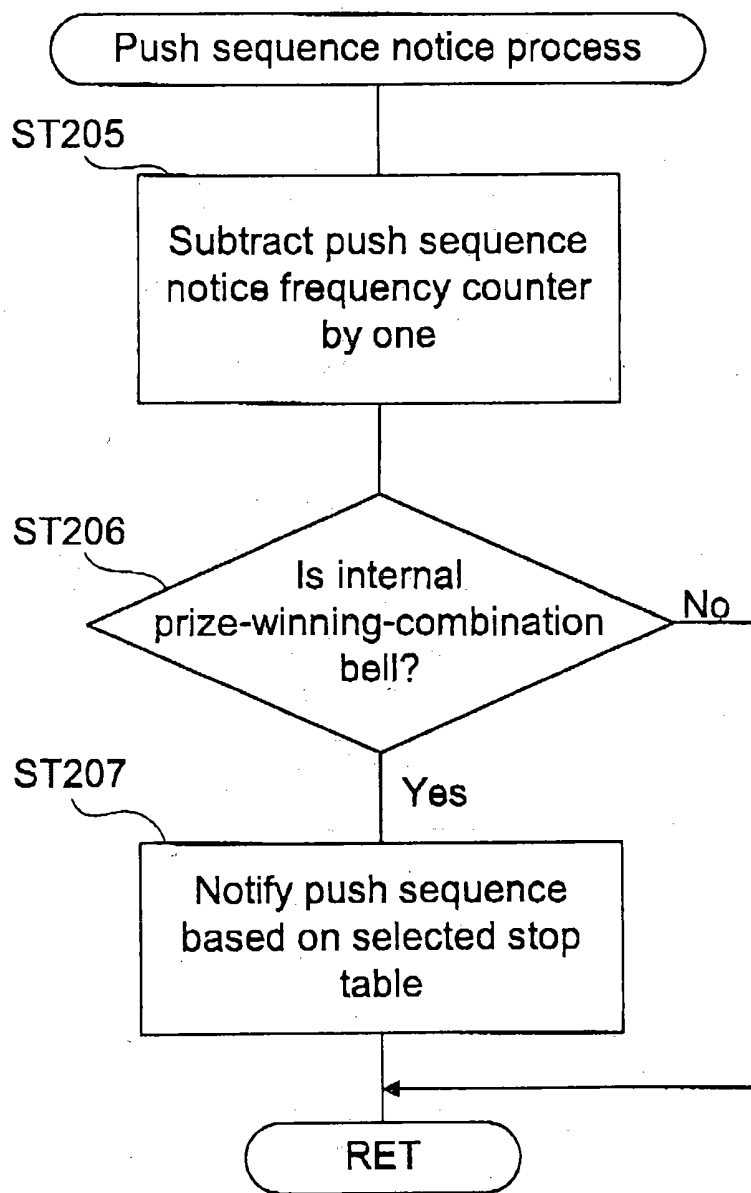
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Fig. 32



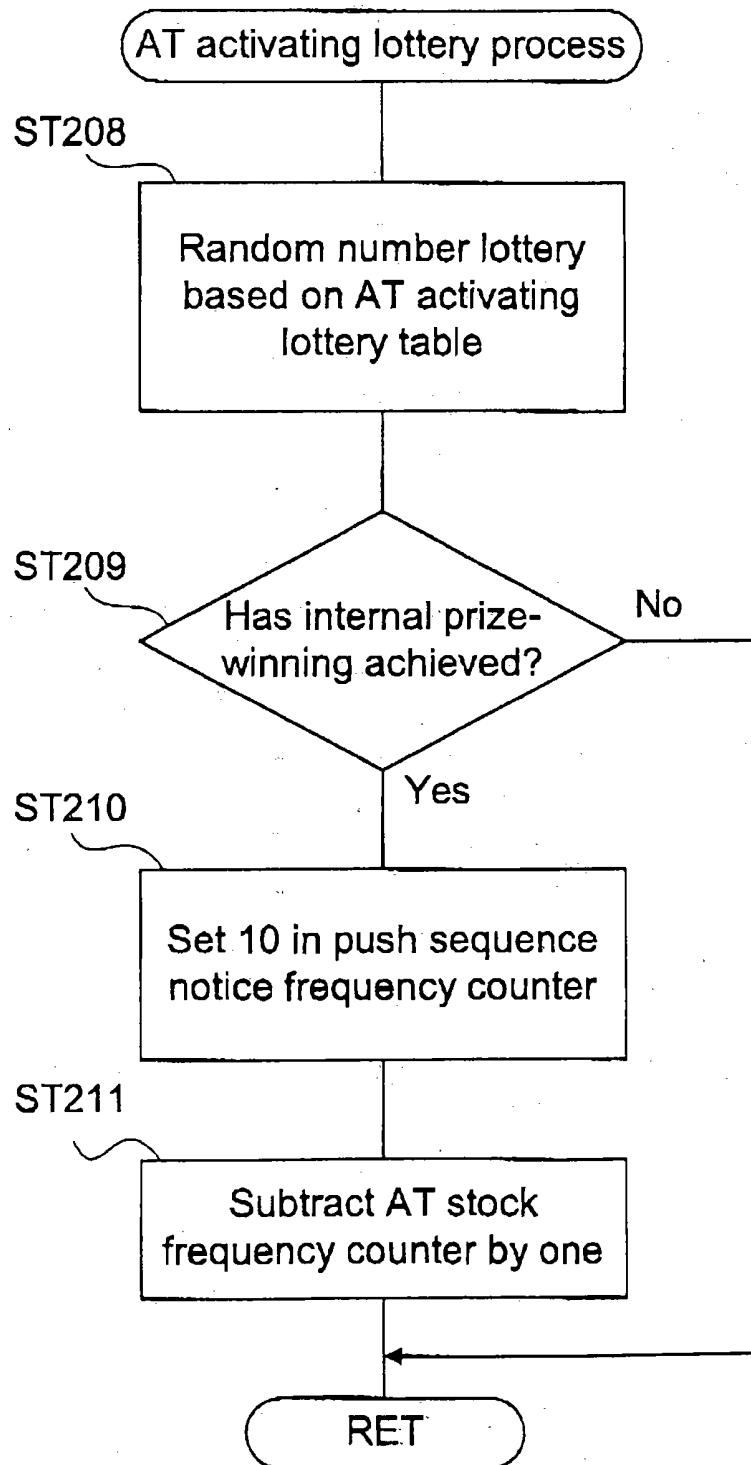
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Fig. 33



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Fig. 34



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Fig. 35

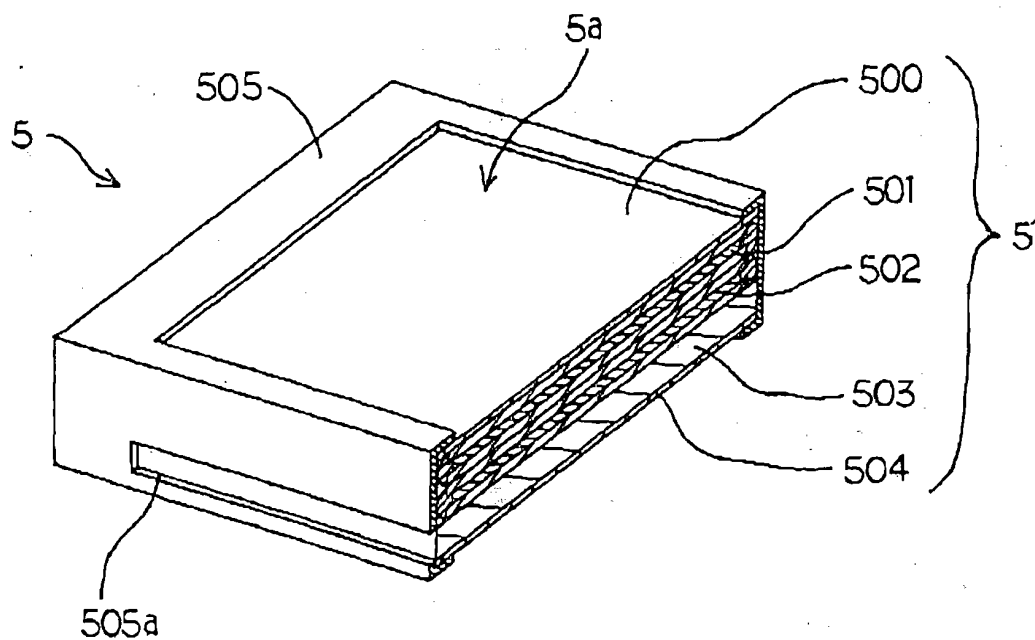


Fig. 36

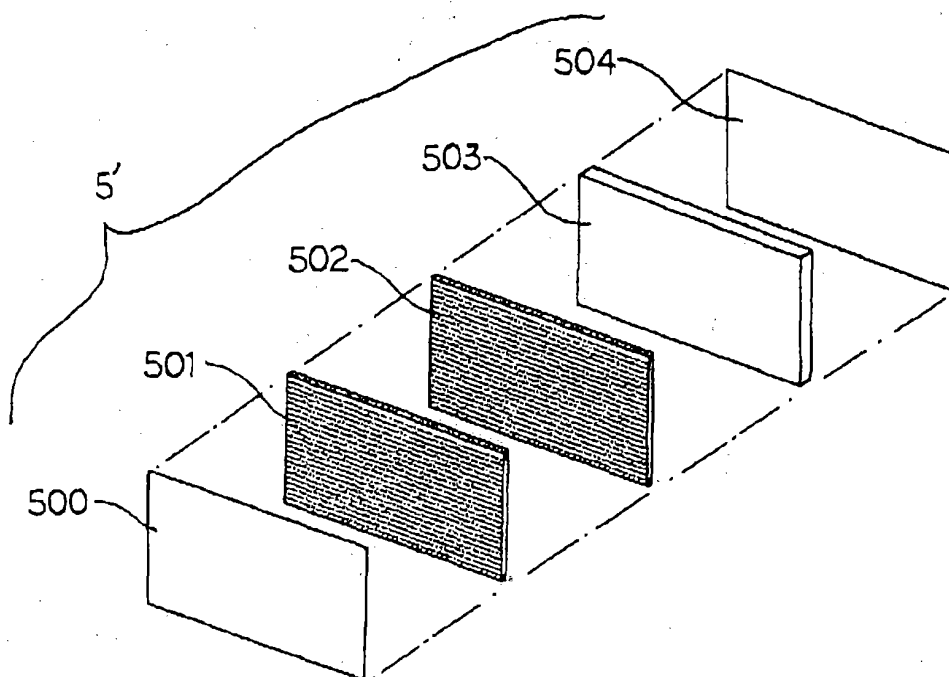


Fig. 37

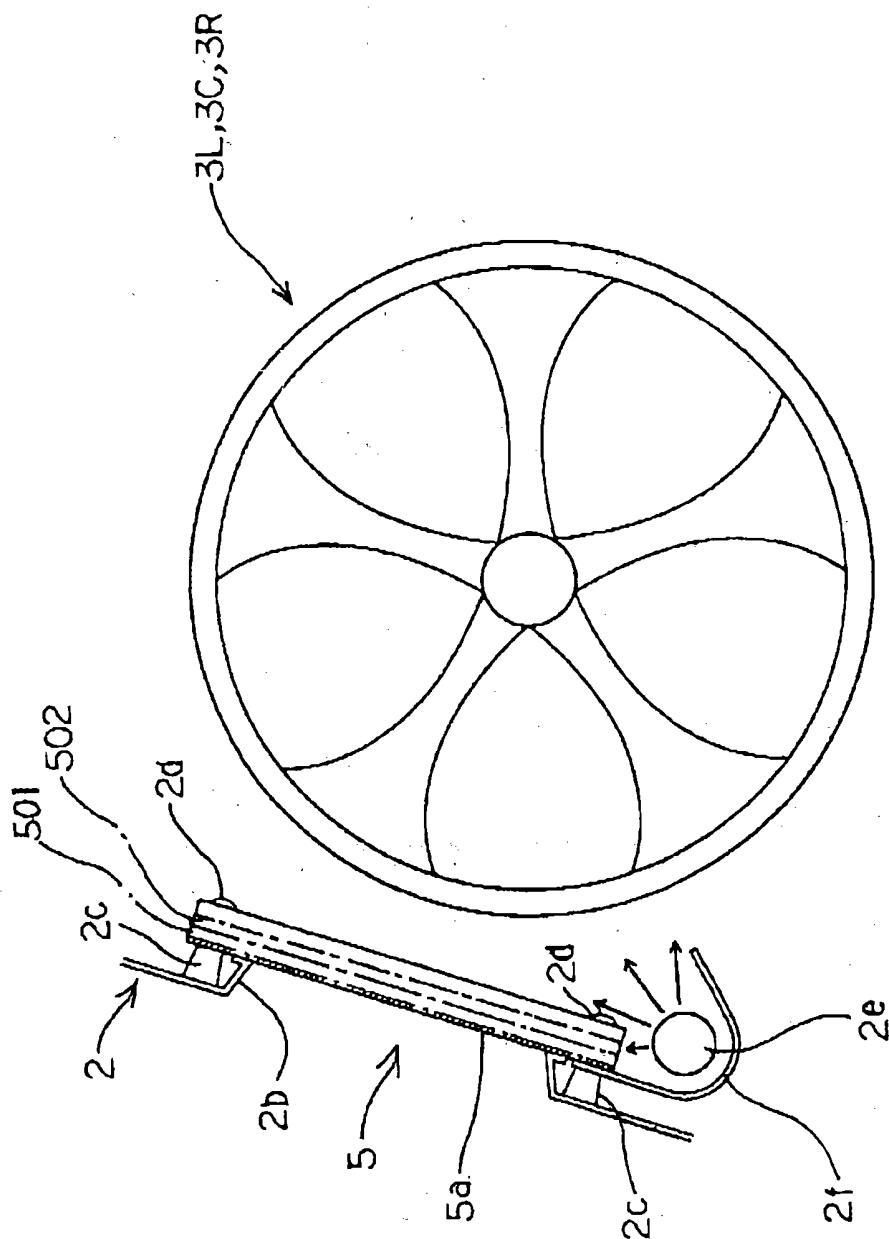


Fig. 38

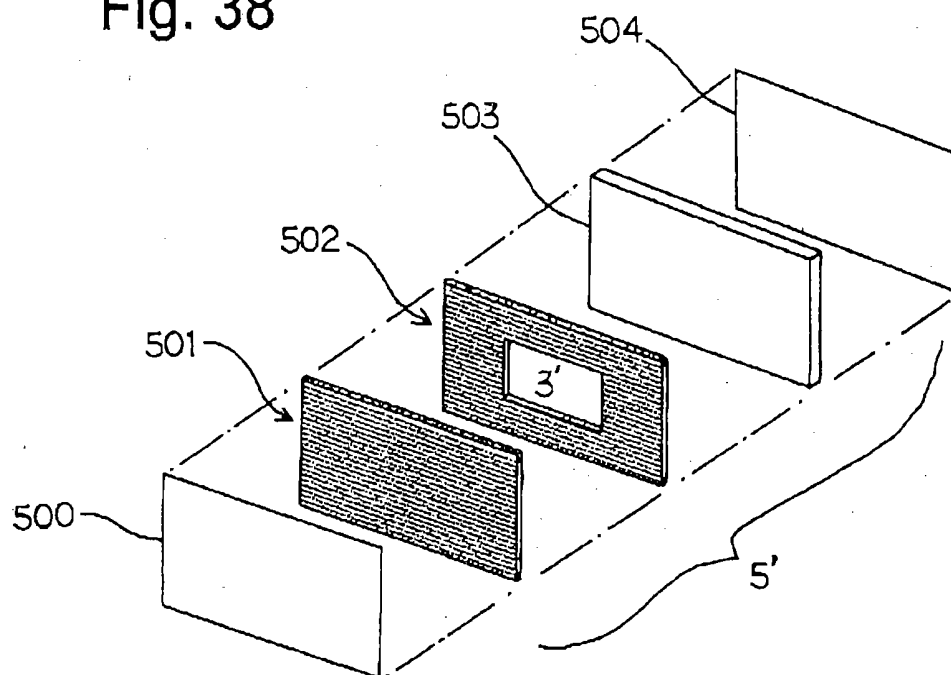
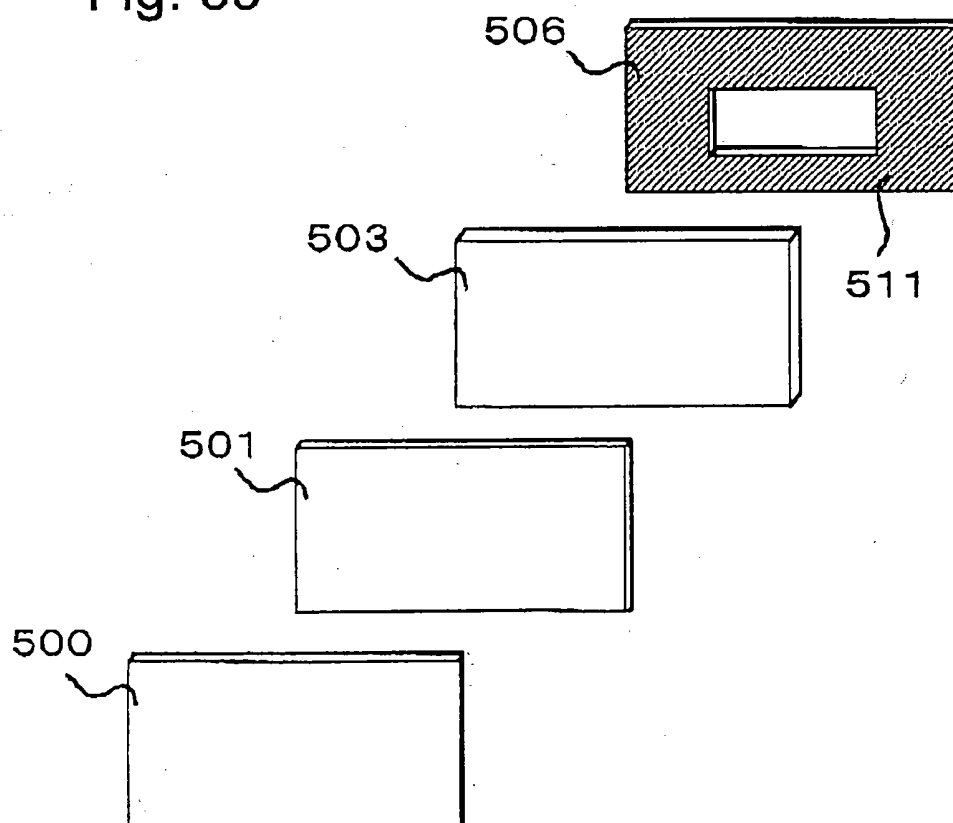


Fig. 39



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Fig. 40

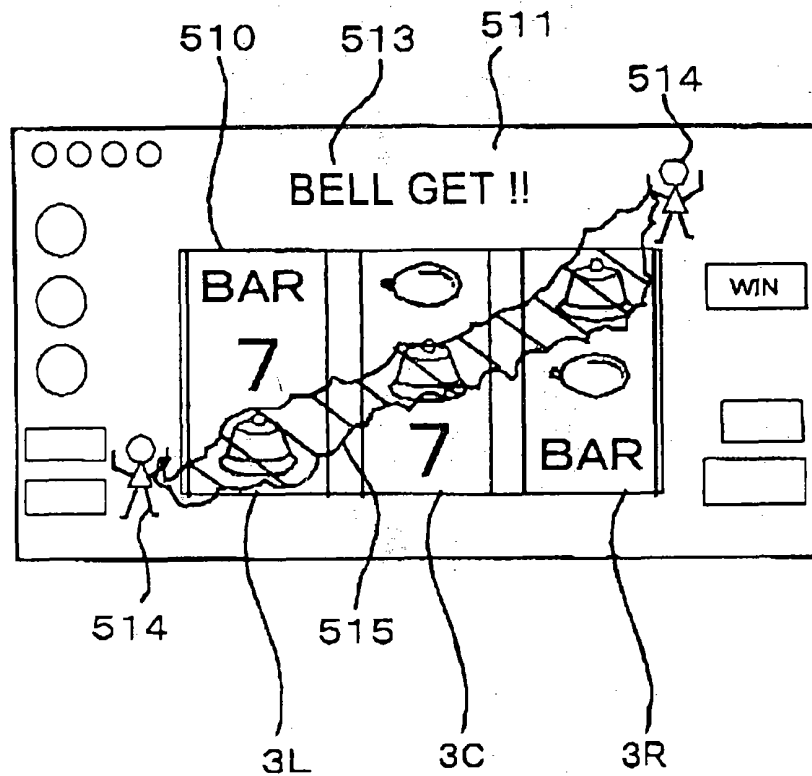
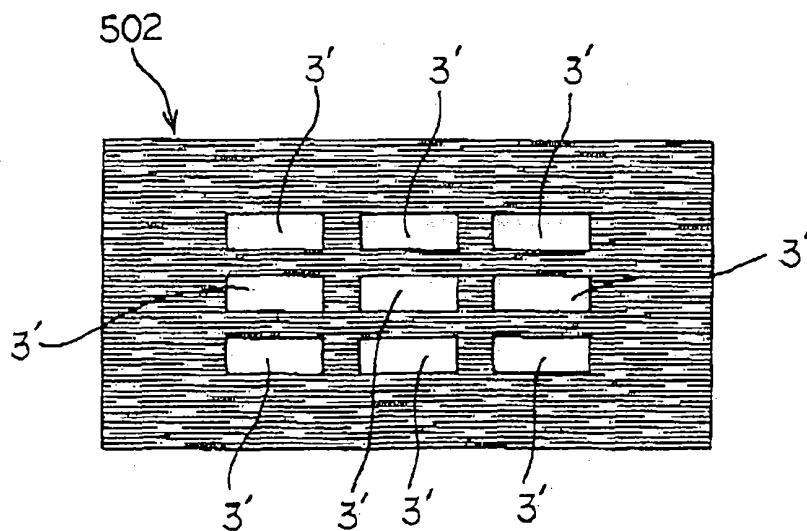


Fig. 41



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Fig. 42